

January/February 1998



MANIATM

Magazine

THE LEGO CLUB • THE OFFICIAL
MAGAZINE OF

All New
Adventurers

**Sphinx's
Secret Code
Contest**

see page 18

**FREE
T-Shirt
Offer!**

see back page

new
Possibilities

The All-New ACTION, THRILLS, EXCITEMENT... **Adventurers**

Join the daring Adventurers as they search for lost treasure! Johnny Thunder leads this brave band of explorers against Baron von Barron, who wants to keep every treasure for himself. Besides battling the bullying Baron, the Adventurers must deal with the Sphinx's surprise, treacherous treasure traps, and the Mummy's Curse!



Adventurer **JOHNNY THUNDER**

Ever since he was a kid, Johnny has been good at finding lost treasures. Now he's searching for forbidden ruins, and magic rubies. It's up to Johnny to save these rare artifacts from treasure hunters like Baron von Barron. Johnny loves to track treasure. He just doesn't like scorpions, especially after some scorpions used his backpack as a nest — while he was wearing it!



THE PHARAOHS MUMMY

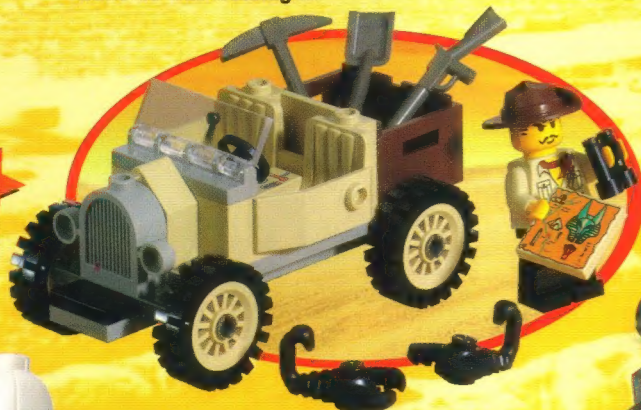
Buried for more than 3,000 years, the Mummy promises to give a magic ruby to whoever lets him out. But a special trap waits for anyone who damages his tomb. For 3,000 years, the Mummy has been making up jokes, like "What did the baby pharaoh say when he got lost in the dark ruins?" "I want my mummy."

Adventurer **HARRY CANE**

Harry gets the Adventurers where they need to go. He can fly anything, including zeppelins, biplanes, and hot-air balloons.



#5918 SCORPION TRACKER



Adventurer **DR. CHARLES LIGHTNING**

Dr. Lightning decodes hieroglyphics and treasure maps using his trusty magnifying glass. Dr. Lightning is also Johnny's uncle, and taught Johnny everything he knows. But sometimes he forgets things. Several times, while out in the desert sun, Dr. Lightning has left his magnifying glass in his back pocket and burned a hole in his pants.



Adventurer **MISS GAIL STORM**

Miss Storm helps Dr. Lightning study creepy curses, cryptic hieroglyphics, and mysterious mummies. She is also the group's camera person. Miss Storm is not afraid of snakes and scorpions.

Bad Guy

BARON VON BARRON

The Baron collects rare treasures from around the world and keeps them for himself. Even though it looks like the Baron is a real bad, bad guy, he really takes orders from the sinister Sam Sinister.



#5928 BI-WING BARON

The Baron thinks the biplane is the best way to bypass the barren desert. Just spin the prop and take off.

Bad Guy

SAM SINISTER

Sam might not look very bright, but it's just a trick. This long-time crook is really the evil genius behind the Baron's plans.



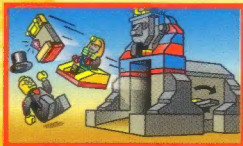
#5978 SPHINX SECRET SURPRISE

This Sphinx can keep a secret. For 3,000 years, no one has found the way to its hidden treasure. But even if you do, surprise! The sneaky Sphinx is full of surprises such as slithering snakes, stinging scorpions, spooky skeletons, and tricky traps.

The Sphinx tomb holds the magic jewel. But beware! Push the gray lever on the Sphinx's side and out flies the Pharaoh's mummy!



MORE ADVENTURERS
SETS ON NEXT PAGE!



Treasure (and snake!)
await you under the
secret floor panell

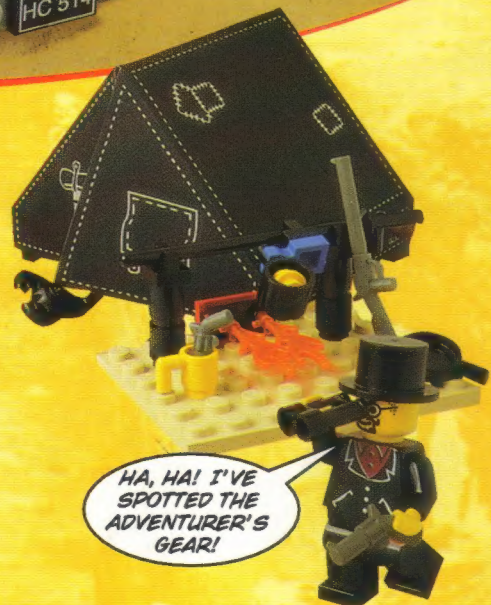
Tip the
tower to
uncover
hidden
treasure!

I WANT MY
MUMMY!

FILM FITS
IN BACK OF
CAMERA.

Decode clues with the real
magnifying glass.

COOL ADVENTURER'S GEAR





THE ACTION CONTINUES...

Adventurers

#5938 OASIS AMBUSH

That skeleton is no mirage. He's the guard of this ancient treasure chamber. Johnny knows the secret to open the chamber and get the treasure. But watch out for the scorpion. His tail is a real hum-stinger.



Check out the #5988 Pharaoh's Forbidden Ruins on page 10!

This tipping tower is called an o-be-lisk.

Turn the yellow brick and play spin the mummy.

#5958 MUMMY'S TOMB

Beware the mummy's curse of doom and gloom. Avoid the traps and find his tomb. One wrong step and towers topple and spears fly!

INTERESTING! I SPY AN EYE OPENING CLUE.

NOT SO FAST SAM SINISTER!

HA! HA! I'VE GOT THE MAGIC RUBY!

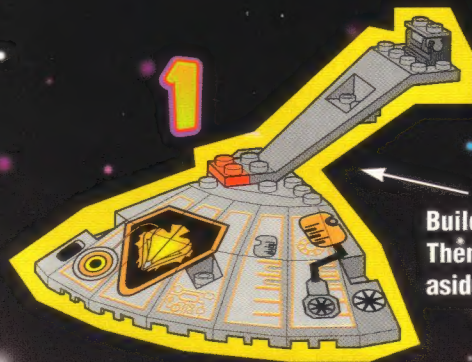
Desert cruiser roars over sand dunes.

Move this sliding statue and you'd better duck!



YOU CAN BUILD THIS... Ultimate Alien

Or ...Create your own Alien using pieces from your LEGO collection. Club member Michael Hart of California inspired this awesome Alien!

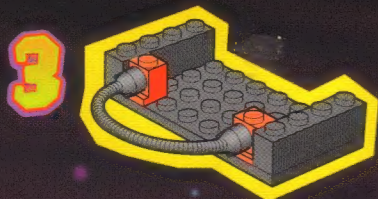


1

Build 2 legs. Then set them aside.



2



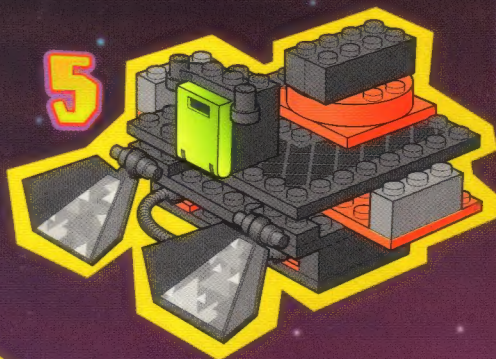
3



All the pieces you need to build the Ultimate Alien can be found in #6900 Cyber Saucer.



4



5



6

Final

Attach the legs and you're ready for your first mission!



I'M NOT SURE WHICH ONE I LIKE BETTER... MY SAUCER OR THIS COOL ALIEN ROBOT.

Your design could be featured in the Mania Magazine. Send your original model photo to:
LEGO Club
"You Can Build This..."
P.O. Box 1308
Enfield, CT 06083-1308
Club members featured will receive a free LEGO set of their choice (up to \$100 value).

Finding King Tut's Tomb

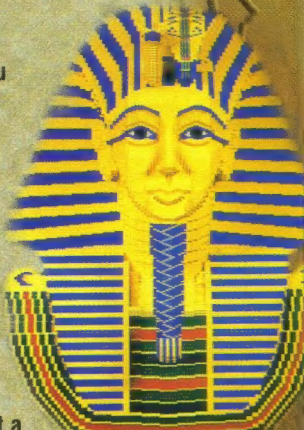
Did you ever hide something so your pesty brothers and sisters couldn't find it, and then you couldn't remember where you hid it? Well, King Tut and his treasure were hidden in Egypt's Valley of the Kings for more than 3,000 years.

It was the last chance for Howard Carter to find Tut's tomb. After searching for Tut's tomb for six years, all he had dug up was 200,000 tons of rock.

Then, in 1923, Carter brought a canary along with him. People said the golden bird was good luck and would lead Carter to the treasure. Carter started digging near the entrance of Tut's tomb. A stone step was uncovered! Fifteen steps later the diggers found a rock door with the markings of King Tut on it. Carter carefully removed the door and found a 30-foot-long tunnel completely filled with rocks.

After clearing the tunnel, they found another door. Carter took out some stones at the top of the door. Checking for poisonous gases, he held a candle through the hole, and hot air rushed out, making the candle flicker. By this flickering light, Carter looked into a room and saw gold everywhere! Behind other hidden doors, they found three more rooms filled with treasure and King Tut's mummy.

But after the tomb was found, strange things began to happen. First, a cobra snuck into Carter's house and swallowed the lucky canary. This was considered a bad sign especially since Tut's mummy wore a mask with a cobra on it. Talk of a mummy's curse began!



LEGO Tut Mask



Howard Carter

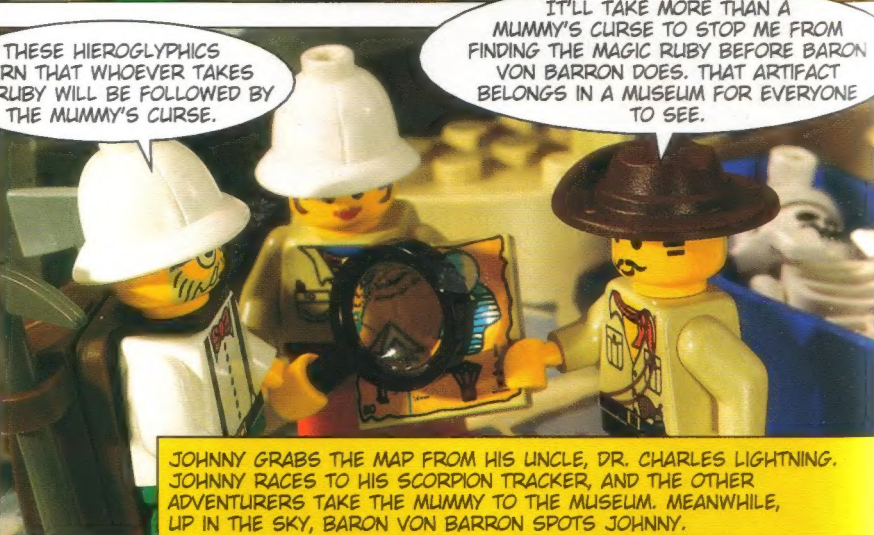


King Tut's Coffin

Feature Story

Johnny Thunder and the Lost Ruby

SOMEWHERE IN EGYPT, JOHNNY THUNDER AND THE ADVENTURERS UNCOVER A MUMMY'S TOMB!



Ancient Egyptians thought their kings, or pharaohs, would live forever, so they were buried in pyramids that would last forever.

JOHNNY REACHES THE SPHINX BEFORE THE BARON AND...

I'VE GOT TO FIND THE TREASURE BEFORE THE BARON. I HOPE THIS SHORTCUT WORKS.

A ROCK WALL IN THE SPHINX RUMBLES AND MOVES TOWARD HIM! JOHNNY DIVES OUT OF THE WAY OF THE FALLING ROCK AND THE THRONE FLYING BEHIND IT.

LOOK! A LINK TO THE LOST LOOT

CONTEST CLUE

THAT'S THE LAST TIME I TAKE A SHORTCUT!

JOHNNY THUNDER OPENS A MUMMY CASE AND SURPRISE, THERE'S NO RUBY INSIDE... JUST ANOTHER MAP!

YUCK! A CREEPY SKELETON. BUT THERE'S THE SPHINX'S SECRET MAP!

MEANWHILE THE BARON ARRIVES, AND DISCOVERS A SECRET TREASURE ROOM... BUT A PAIR OF GLOWING EYES STARE BACK AT HIM!

YUCK! A SPITTING COBRA. I'LL JUST GRAB THIS CUP. AAAGGHHHH!

NOW THAT I HAVE THE SPHINX'S SECRET MAP I HAVE TO GET TO THE PHARAOH'S FORBIDDEN RUINS AND FIND THE RUBY!

WHAT'S THAT CREAKING NOISE!??

GREEAK

AAAAH! IT'S JOHNNY THUNDER AND HE HAS THE SECRET MAP! HMMMM...

THE STORY CONTINUES →

AS JOHNNY STUDIES THE MAP...

HA-HA-HAA!!

CRASH!!!

JOHNNY THUNDER IS HISTORY, AND NO ONE CAN STOP ME NOW!!

THE BARON MAKES HIS GETAWAY IN HIS BI-WING PLANE!

R-R-ROAR!!

GUESS AGAIN BARON! YOU KNOCKED MY HAT OFF -- BUT NOT ME. I DUCKED DOWN THE STEPS JUST IN TIME!

AS JOHNNY RACES AFTER THE BARON, HARRY CANE SHOWS UP TO HELP!

YO, JOHNNY, HOW ABOUT A LIFT TO GET YOU OVER THESE SAND DUNES!??

GREAT HARRY! LET'S GO! THE BARON'S GETTING AWAY WITH THE MAP!

THIS WILL TAKE THE AIR OUT OF YOUR PLANS, THUNDER! HA-HA-HA!!

RAT-TAT-TAT

WE'LL SEE, BARON. LAST ONE TO THE RUINS IS A MUMMY'S UNCLE

JOHNNY FINDS THE KEY TO THE RUINS, A SPECIAL WHITE BRICK, BUT THE ENTRANCE IS BOOBY-TRAPPED!

EXAMINING EGYPTIAN CLUES IS EXTREMELY EXCITING!

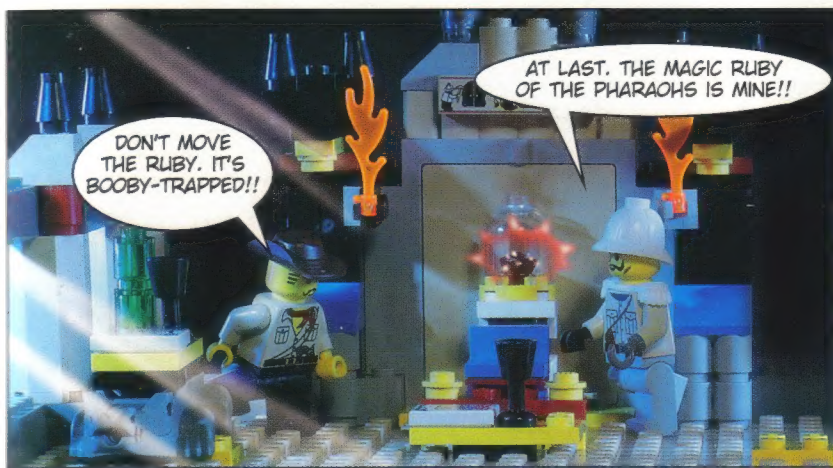
OH, NO, THE BALLOON'S HIT!!

JOHNNY AND HARRY CRASH LAND NEAR THE PHARAOH'S FORBIDDEN RUINS AS THEIR BALLOON RUNS OUT OF AIR. JOHNNY FOLLOWS THE BARON'S FOOTPRINTS TO THE RUINS AND SEARCHES FOR THE ENTRANCE. HE TURNS ON HIS CAMERA, SO HE CAN RECORD HIS TRIP THROUGH THE RUINS...

A BOOBY-TRAP AX... GOTTA KEEP AN EYE OUT FOR THESE TRAPS!

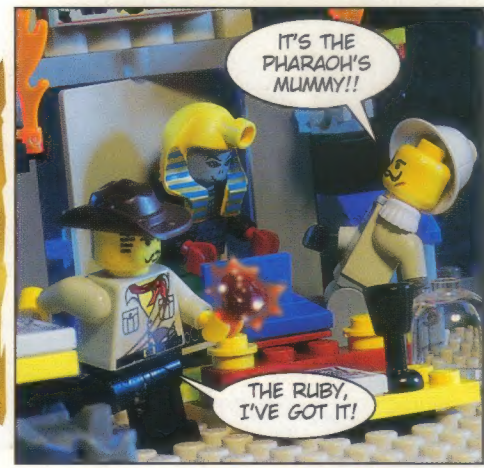


If you unwrapped a mummy and laid out its bandages, the bandages would be longer than several football fields.



AT LAST. THE MAGIC RUBY OF THE PHARAOHS IS MINE!!

AS THE BARON TAKES THE RUBY FROM ITS CASE, THE PHARAOH'S BOOBY TRAPS KICK IN AND A WALL SPINS, THE BARON MEETS THE MUMMY. THE FRIGHTENED BARON DROPS THE MAGIC RUBY AND JOHNNY GRABS IT!



THE RUBY, I'VE GOT IT!



I HAVE TO GET OUT OF HERE. I HOPE HARRY HAS REPAIRED THE HOLES IN THE BALLOON!



HEY, JOHNNY! I JUST FINISHED REPAIRING THE BALLOON!

GREAT HARRY, BUT WE NEED A REALLY FAST WAY TO GET AWAY. I WISH THE MANIAC WERE HERE TO HELP US!



HEY JOHNNY! I HEARD YOU CALL ME... WE'LL BE OUTTA HERE IN NO TIME!

THE MANIAC QUICKLY FIGURES A WAY TO COMBINE THE BALLOON AND THE BARON'S AIRPLANE TO MAKE A REALLY FAST AIRSHIP THAT WILL CARRY ALL THREE OF THEM AND THE RUBY!

THE MANIAC, JOHNNY THUNDER AND HARRY TAKE OFF WITH THE RUBY AND HEAD FOR THE MUSEUM WHERE, AS JOHNNY SAYS, "THE WHOLE WORLD CAN SEE IT!"



GOTTA BUILD LIKE CRAZY!!



ANOTHER ANCIENT TREASURE IS SAVED! BUT I WONDER WHAT HAPPENED WITH THE BARON AND THE MUMMY!??



...SO THE BABY PHARAOH SAYS, "I WANT MY MUMMY." HA-HA. I GOT A MILLION OF 'EM!

HELP, THUNDER, GET ME OUT OF HERE!!

WELL, HOPEFULLY SOMEDAY THE BARON WILL ESCAPE THE MUMMY'S CURSE!

The End ??

5988 Pharaoh's Forbidden Ruins

Inside the Forbidden Ruins



Spin the secret revolving wall... watch the ruby disappear... and be replaced with a skeleton!

INTERESTING,
VERY INTERESTING.

JOHNNY!
SAM SINISTER AND
THE BARON ARE
GETTING AWAY!

LET'S GO,
BARON! WE'LL
HAVE TO ESCAPE
ON FOOT.

WE'VE
GOT THE
RUBY!

The magnifying
glass really
works!

BEWARE
THE MUMMY'S
CURSE



FREE
Bonus
"Full out"
Poster

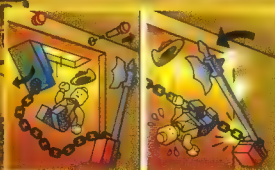


By truck or balloon, the race is on to discover the Magic Ruby of the Pharaohs. But getting there is the easy part. You'll have to think fast to get past all the traps in this temple. The entrance is guarded by twin skeletons and two booby traps. And watch out for bats, snakes, scorpions, and the mummy's curse!

YOU WON'T
 GET FAR IN THE
 DESERT, SAM
 SINISTER!

Trap Door #2

LUCKILY
 MY HANDY
 PICK SAVED
 ME FROM
 THE AX!

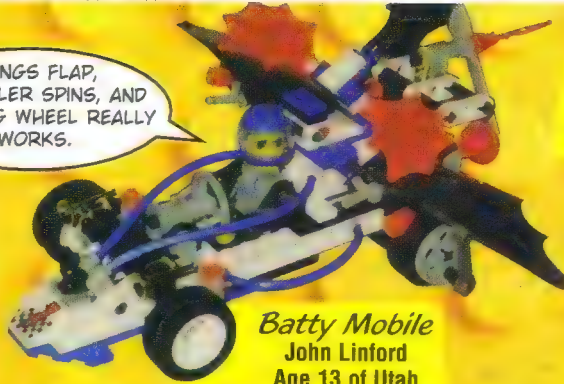


Trap Door #1

The Pharaoh's treasure awaits you at the top of the temple. But be careful—it's guarded well with booby traps! Two trap doors open when you pull on the red pins. Trip the chain on trap door #1 — and an ax will fall.

maniac madness

WINGS FLAP,
PROPELLER SPINS, AND
STEERING WHEEL REALLY
WORKS.



Batty Mobile
John Linford
Age 13 of Utah

Laser Rover
Michael Sloan
Age 8 of Pennsylvania



Send a Photo of Your Model to:
MANIAC Madness
LEGO Club
P.O. Box 1308
Enfield, CT 06083-1308

Remember to write your name, address, age and
model name on the back of each photograph.
Pictures will not be returned, so take
an extra photo for yourself.

Road Paving Crew
Matthew and Brian Smith
Ages 8 and 12 of New Jersey



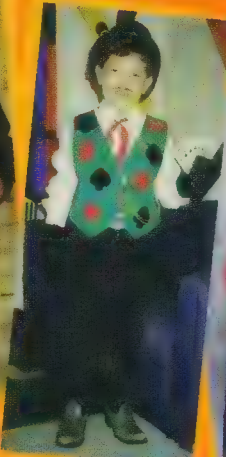
Aquazone Super Ship
Pat Donovan
Age 14 of Illinois

Winners of Halloween Mania

September/October 1997
LEGO Mania Magazine



Maisto and Captain Red Beard
Ben and Nick Barty
Ages 4 and 6 of Florida



Wild West's Dewey Cheatum
John Schmulowitz
Age 5 of Maryland



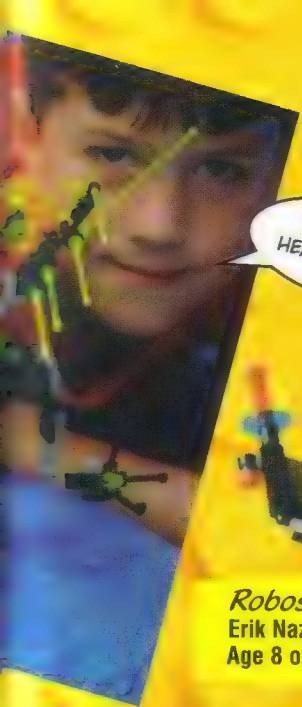
Alien Family
Nick Kirby, Colin and Cameron Schulteis
Ages 7, 10 and 7 of Illinois



The Lizard
Brandon Freed
Age 6 of South Dakota



The Brickster
Evan Bonstetter
Age 6 of Illinois



Cruising Crystal Machine
Kyle Delvecchio
of Colorado

THE
DETACHABLE
HEAD
IS A FLYING
UNIT.

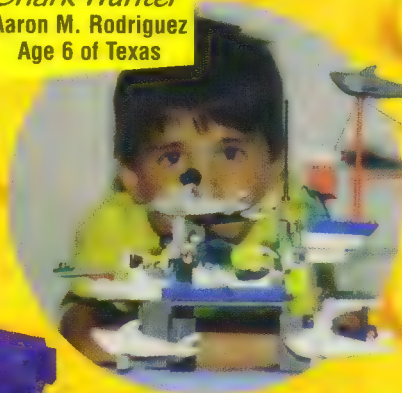
Roboscuba
Erik Nazarenko
Age 8 of Maine



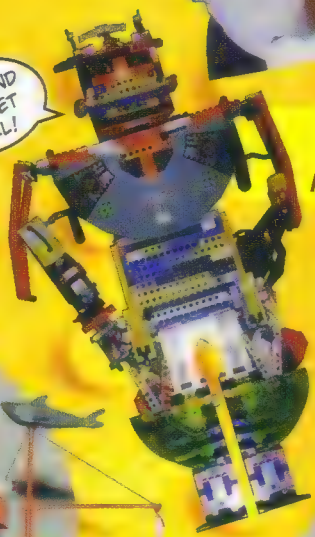
The Perfect Pet Dog
Kailen Bronson
of Oregon



Shark Hunter
Aaron M. Rodriguez
Age 6 of Texas



I STAND
2 FEET
TALL!



Ultrateck
Joshua Leung
Age 12 of Maryland

BARON
VON BARRON
BEHOLDS--
A BOOT!



Suburban House
Emily Plumb
Age 10 of Texas



Mother Alien Ship
Nicholas Lenchner
Age 7 of California



Match the Aliens

CONTEST WINNERS

September/October 1997 LEGO Mania Magazine

David Garcia, Massachusetts
Aaron Neisen, Nebraska
Nate Novotny, Nebraska
Steven Branson, Kansas
Alex Pare, Maine

Jacob Bales, Virginia
Chris Jones, Pennsylvania
Caleb McMahan, Colorado
Shaun Black, Virginia
Robby Stanfield, New Mexico

Coming in the March MANIA Magazine...

Sneak
Preview

High Tech Aquazone Action!

Deep in the Aquazone lies an unexplored area where few people want to go. That's where the Hydronauts and Stingrays live. And that's where we sent the Maniac and his friends to search for these fearsome creatures. Their job is to sneak a peek at these high-tech models, and pick one for the cover of the March 1998 Mania Magazine.

OKAY, YOU GUYS, MAKE IT FAST. WE WANT TO GET OUT OF THIS CREEPY, DEEP CORNER OF THE OCEAN. EACH OF YOU GIVE US 4 REASONS WHY WE SHOULD PICK YOU FOR THE MAGAZINE COVER, AND THEN, WE'RE OUT OF HERE!

NO WAY, FOLLOW ME!

OKAY, FOLLOW ME DUDES!

WE HAVE ONE BIG EXPEDITION VESSEL AND A WORKING CRANE.

THE STATION'S SUPER SUCTION TOOL CAN PICK UP CRYSTAL BOXES.

A BARRED DOOR KEEPS OUT DANGEROUS SEA CREATURES LIKE SHARKS-AND STINGRAYS!

THE CRYSTAL STATION HAS A STINGRAY-PROOF PRISON.

198 Hydro Crystallization Station

THE STORMER LOOKS LIKE A SCARY GIANT STINGRAY WITH A SWINGING, STINGING TAIL.

RELEASE THE MAGNETS AND ENTER THE STORMER'S COOL UNDERWATER LAB.

SCORPIONS, SNAKES AND SKELETONS DON'T SCARE SAM SINISTER!

SCOOP UP TONS OF CRYSTALS WITH THE STORMER'S TWO EXTRA LONG GRABBER HOSES.

I CAN'T DECIDE WHICH ONE I LIKE BETTER, CAN YOU?

NAH, LET'S GET OUT OF HERE. WE'LL SEE THESE TWO AGAIN IN MARCH.

ESCAPE WITH THE CRYSTALS IN 2 SMALL, DETACHABLE CRYSTAL-SEARCHING SHIPS.

1989 Stingray Sinister!

REALLY RADICAL RACER Sees CREEPY SEA CREEPER

maniactivities

#6589 RADICAL RACER
WITH FREE CANYON BASE

ADD
ROCKS

ADD
PLANTS

ADD
STICKS

#6109 SEA
CREEPER

Look closely at the Radical Racer to see if you can find the four cool car features described in the story. Also, see how many EX words you find in the story.

One extremely fine day, the Extreme Team's #6589 Radical Racer's extraordinary **RACING FLAMES** glowed in the sun. The racer's **EXTRA LARGE TIRES** exited down an exceedingly steep rocks. Then the driver saw something exceptionally different in the canyon, and the **EXTENDED ANTENNA** whipped against the river below. "It could be an extraterrestrial," he said excitedly. "I'm going to examine this thing closer." The exploding pistons pumped and **CHROME EXHAUST PIPES** shone as he roared down the canyon. When he reached the water he saw a creepy Sea Creeper crawl down the river and escape into the sea.

MAKE A
RAGING RIVER
WITH PAPER



#6109 SEA CREEPER ON THE
FREE STINGRAY BASE

Okay Maniacs! Here is a **Building Challenge**. Create your own cool under sea environment for the #6109 Sea Creeper. Then send a photograph to "Sea Creeper Building Challenge", P.O. Box 1308, Enfield, Ct 06083

KIDS!
LET'S KEEP THIS
KEY CLUE TO
OURSELVES.



7

CONTEST
CLUE

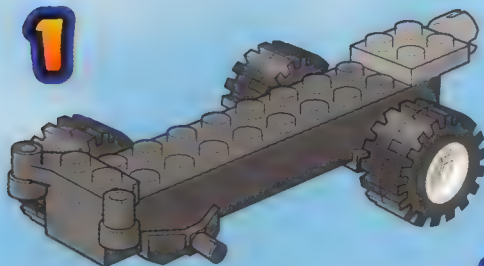
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YOU CAN BUILD THIS..

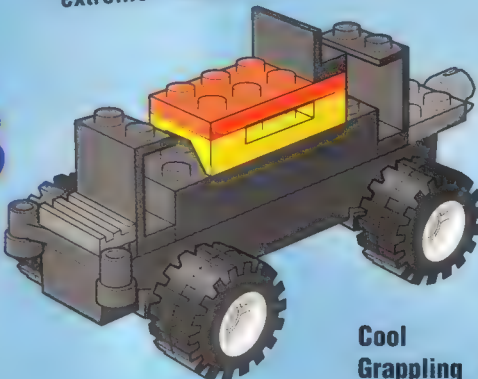
MOUNTAIN RES-Q ROVER

Or ...Create your own! The NEW Mountain RES-Q Rover is loaded with the latest rescue equipment and driven by a fearless member of the RES-Q Squad! Climb the steepest iciest mountains with the Mountain Res-Q-Rover. It's equipped with a winch and grappling hook to rescue daredevil skiers in "extreme" conditions.

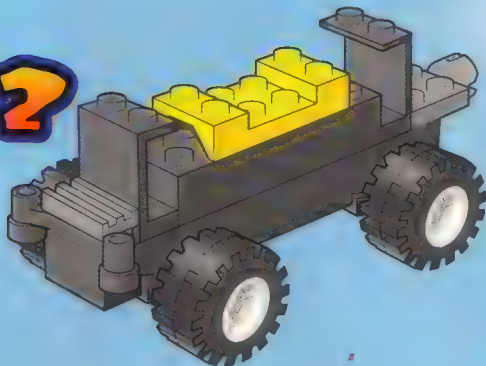
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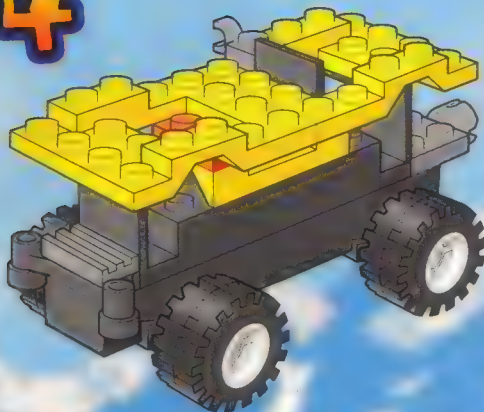
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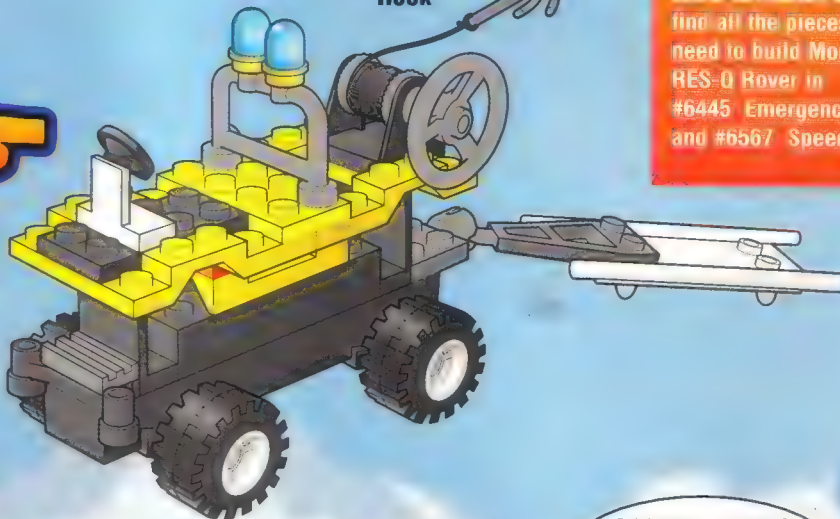
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4



5



Use pieces from your own LEGO System boxes to find all the pieces you need to build Mountain RES-Q Rover in #6445 Emergency Evac and #6567 Speed Slasher.

THANKS DUDE!
I REALLY CAUGHT
SOME AIR ON THAT
LAST BUMP!



FINAL

LEGO System boxes are available at
LEGO stores and LEGO authorized dealers.
LEGO Club
Visit LEGO.com for more information.
LEGO is a registered trademark of
LEGO Group. © 1999 LEGO Group.

HAHAHAHAHAHAHAHAHAHA

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SAVE
LEGO ISLAND
NOW!

3D Action Adventure
CD-ROM Game
For Windows® 95 Pentium
Computers



Visit your local retailer
or call 1-800-234-3088
for more information.

Dear P_____ ,

If you want to save LEGO® Island,
build the h_____ and
slam me back in jail.

Good luck, kid.

The B_____



MINDSCAPE®



Solve the Sphinx's Mystery and Find a Prize!

ANSWER MY RIDDLE AND YOU COULD WIN A PRIZE!

Calling all Adventurers! Grab your shovels and magnifying glasses. We're off to find the magic ruby. Long ago the Pharaoh's Mummy hid the red ruby and nobody can find it. The key to solving the Sphinx's riddle is the hieroglyphic picture code. Throughout the magazine, each Adventurer holds a map and hieroglyphic picture. These pictures stand for a letter in the code. Just fill in the right letter to uncover the ruby's hiding place.

If you need help, look with a magnifying glass near each Adventurer for the numbers 2-7. These numbers show where the letter fits in the answer. After you're done, you can use the hieroglyphic code to send messages to other Adventurers!

Hieroglyphic Alphabet

A =	G =	M =	S =
B =	H =	N =	T =
C =	I =	O =	U.V.W. =
D =	J (G) =	P =	X =
E =	K =	Q =	Y =
F =	L =	R (=L) =	Z =

You could win this set and a LEGO TreasureQuest Game!



#5988 Pharaoh's Forbidden Ruins

The first 10 randomly selected, correct entries will win a LEGO set of their choice (up to a \$100 value) and be the first to get a LEGO TreasureQuest Game—before it's in stores!

Entries must be postmarked by March 17, 1998 and received by March 22, 1998. Winners will be notified by mail by April 21, 1998. Offer void where prohibited or restricted by law. Employees of LEGO Systems, Inc. and members of their immediate families are not eligible to participate. Entries will be judged by LEGO Systems, Inc. on the basis of accuracy. ©1998 LEGO Group

Just fill in the contest entry form. Cut it out and mail it by Mar. 17, 1998 to:

Sphinx's Mystery Contest
LEGO MANIA Magazine
P.O. Box 1625
Enfield, CT 06083-1625

Official "Sphinx's Mystery" Contest Entry Form

CLUE: THE ANSWER IS ANOTHER WORD FOR THE TALL TOWER IN THE #5958 MUMMY'S TOMB SHOWN ON PAGE 4.

The Sphinx's Riddle!

The magic ruby is hidden under the

1 2 3 4 5 6 7

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Telephone: (____) _____ Age: _____

PLAY THE **LEGO**

Ages 7 and Up
For 2-5 players

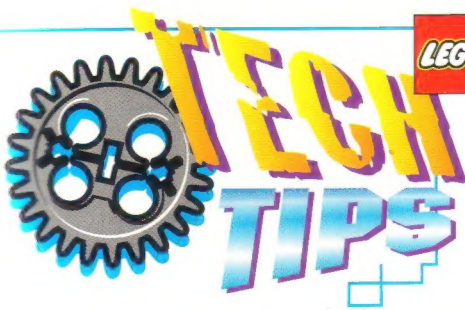
TREASUREQUEST GAME

Coming to
Toys R Us
Summer
1998



EXCITING
ELECTRONIC
TREASURE HUNT ACTION!

You're on the trail of the mysterious, mystical red Ruby! But so are Baron von Barron and Sam Sinister! The Red Ruby is almost within your grasp! But it's locked up in an ancient, magical treasure chest. And until you find the hidden keys, you are powerless to open it! The electronic treasure chest tells you where to find them. So get set for adventure as you race to the Red Ruby with the all new TreasureQuest Game!



Technic

#8213 SPY RUNNER RUNS WITH EXTREME TEAM

This may look like a regular car, but that's just a disguise. It's also a plane—it's a boat, it's a super, top secret LEGO TECHNIC vehicle! The #8213 Spy Runner shows its slickest moves as it maneuvers with the Extreme Team. We can't tell you all of the Spy Runner's secrets, but here's one: if you push down on the back spoiler, the roll bars and wheels flatten out.

SOMEWHERE...DEEP IN THE MOUNTAINS, THE #8213 SPY RUNNER RACES AGAINST #6589 RADICAL RACER.

WE'RE
HEADING
TOWARD A
CLIFF!



I'M
BAILING!

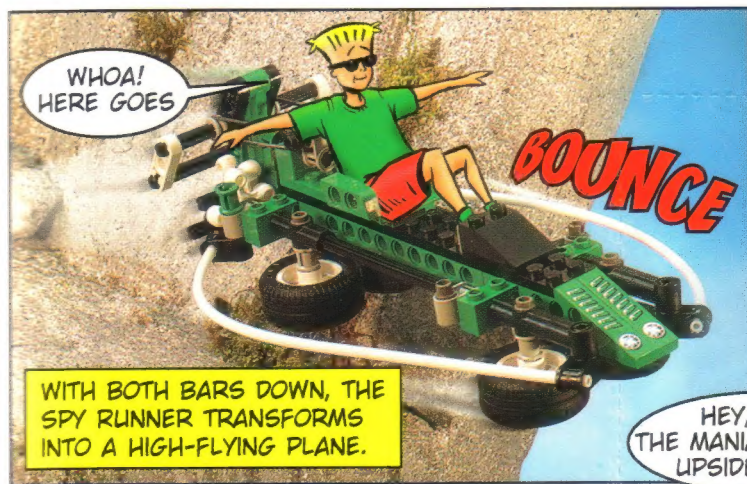
WANT TO
SEE A
TRICK?



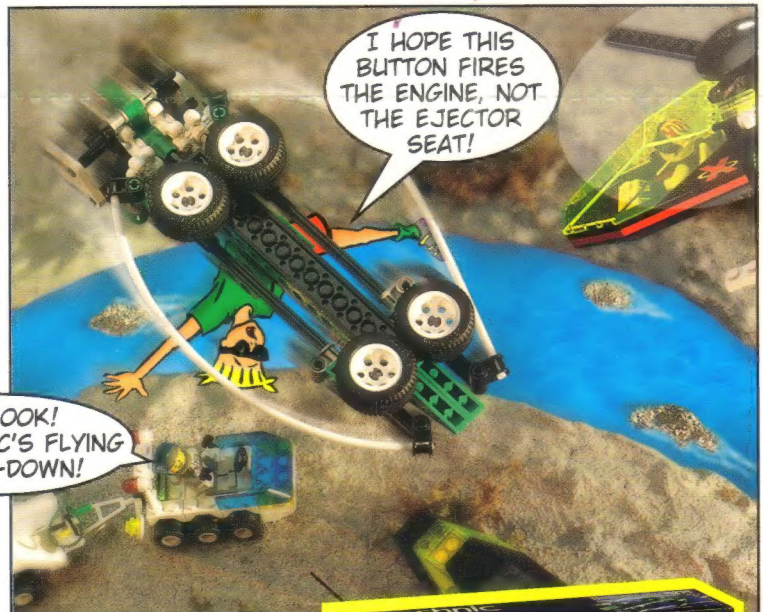
WHOA!
HERE GOES

BOUNCE

WITH BOTH BARS DOWN, THE
SPY RUNNER TRANSFORMS
INTO A HIGH-FLYING PLANE.



HEY, LOOK!
THE MANIAC'S FLYING
UPSIDE-DOWN!



I HOPE THIS
BUTTON FIRES
THE ENGINE, NOT
THE EJECTOR
SEAT!

AND THE SPY
RUNNER'S RUBBER
TIRES HELP KEEP
IT AFLOAT IN THE
WILDEST RIVERS.



THESE
GAMES WERE
EXTREMELY
FUN!

COOL SPY CAR
MANIAC!



8213 SPY RUNNER

FREE Adventurers T-Shirt

With proof of purchase from one of these new Adventurers sets

A \$12 Value!

Based on LEGO Shop At Home price.

Members Only!

Cool!
The Shirt looks like the Magazine Cover!

Close up of front emblem



#5988 Pharaoh's Forbidden Ruins



#5978 Sphinx's Secret Surprise



#5858 Mummy's Tomb

There are 2 ways to get an Adventurers T-Shirt by mail.

Please check one



#AV198: Get it FREE by purchasing ONE of these cool new Adventurers sets: #5958 Mummy's Tomb, or #5978 Sphinx Secret Surprise, or #5988 Pharaoh's Forbidden Ruins. Tape ONE LEGO Collectors Stamp from the building instructions of #5958 or #5978 or #5988 here.



#PT198: Buy it! Enclosed is a check or money order (payable to LEGO Club): \$12.00 for youth sizes, \$14.00 for adult sizes. No LEGO Collectors Stamps required. Please do not send cash.

Sample

Tape one collectors stamp here.



HURRY!
OFFER EXPIRES
MARCH 30, 1998!

Please circle size you wish to order:

Youth sizes:

M (10-12) L (14-16)

Adult sizes:

S M L XL

Mail in an envelope to:

LEGO Club Adventurers T-Shirt Offer

P.O. Box 1308

Enfield, CT 06083-1308

Please check your name and address. Make corrections if necessary.

CL198

Bulk Rate
U.S. Postage
PAID
LEGO Direct

Fill out the Order Form today to get your Adventurers T-Shirt

Khaki Colored Shirt!

If you have any questions about this offer, call LEGO Systems, Inc., Consumer Affairs at 860-763-3211. Offer good while supplies last. LEGO Systems, Inc. reserves the right to substitute a t-shirt if necessary. Offer good in the USA. Offer void where prohibited or restricted by law. No duplicated LEGO Collectors Stamps will be accepted. Offer limited to one free gift per person, group or organization. Please allow 6-8 weeks for delivery. ©1998 LEGO Group.

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